SPECIFICATION AMENDMENT

Re-write paragraph number 0013:

[0013] In accordance with the principles of the present invention, the above and other objectives are realized in a method and apparatus for simulating game accessories wherein the random outcomes determined by one terminal are simultaneously indicated on each of a plurality of communication terminals including the terminal that generated the random outcome. Further, the identity of the terminal that transmitted the random outcome is identified at each of the terminals. Such a feature can be used to indicate the random moves of parties playing a game over a telephone line. Once a party activates the party's associated random generator to proceed with a game move, the party is prohibited from making any additional moves until after another party makes a move, unless of course the game rules allow the same player to go again, such as if the random generator simulates the rolling of "doubles" in a game such as ~~Monopoly~~ MONOPOLY®. The present invention can be incorporated into wireless telephones (e.g., cellphones), walkie talkies, wireless toys and other types of transceivers.

Re-write paragraph number [0018]:

[0018] In a fourth embodiment, the game accessory may be displayed at each of the plurality of terminals in the form of a special game instruction simulated using one or more LEDs and/or LCDs. The special game instruction may be represented as a displayed instruction card (e.g., "ADVANCE TO GO" in ~~Monopoly~~ MONOPOLY®) with an indicator (e.g., a marking) in a particular color that indicates the source of the generated random outcome that cause that card to be drawn.

Re-write paragraph number [0039]:

[0039] FIG. 7 shows an example of an electronic game board for ~~Monopoly~~ MONOPOLY® (not all spaces are shown due to space restrictions) having a display in the center which simulates a game accessory in accordance with the present invention. The identities and colors are assigned, as shown at the top portion of the drawing. The simulation of a game accessory (in this case the rolling of

dice) is simulated in the center of the game board. The players' positions, movements and identities are simulated on the surrounding game pieces. Such a game board may be designed to be insertable into a wireless communication device.

Re-write paragraph number [0040]:

[0040] Referring now to FIG. 8, a wireless communication device is illustrated in accordance with the present invention. The features afford compact and portable game playing features. For example, Scott calls his son Bobby to see how things are going at college. Both Scott and Bobby are equipped with a wireless communication terminal in accordance with the present invention. During their conversation, ~~Bobby asks~~ Scott asks Bobby, "would you like to play a game of ~~Monopoly~~ MONOPOLY®?" Bobby agrees but insists that the game also include Maria and Julie. So Bobby activates a conferencing feature on his terminal and conferences in Maria and Julie onto the communications link. All of the players insert auxiliary ~~Monopoly~~ MONOPOLY® game cards/modules into their wireless communication terminals (see FIG. 7). The auxiliary game cards provide additional software, features and functions that go beyond the capabilities of the base communication terminal. The ~~player's~~ players energize a "game mode" button on their devices. Before doing so, the devices performed as standard cellphones. Upon activating the game mode, an LCD on the auxiliary game cards display the player names and/or telephone numbers and assigns colors (identifiers) used to differentiate between each player (e.g., green for Scott, red for Maria, blue for Bobby, and yellow for Julie). The flashing of a red colored LED next to Scott's name on each device indicates that it is Scott's turn to go first. Scott moves by depressing the "roll" push button on his terminal. A random output from Scott's terminal causes one or more instructions to be conveyed to all of the players' terminals including his own. The display on all of the players' terminals simulate a set of 3-dimensional dice rolling and slowing down until they halt. Game moves are then made automatically by software within each of the terminals. The instructions are processed in each of the players' devices by a pre-programmed microprocessor (e.g., CPU) which controls all functions of the terminal's game mode. Scott, Maria, Bobby and Julie continue playing the game by taking turns inputting requests (instructions) for randomly selected game moves until the game ends.